UTAH STATE CAPITOL ARCHITECTURE: EXTERIOR SURVEY REPORT

ELEVATION LOCATION: ROOF Survey Date: 4/26/00

Code: EX-000

Description: Intrusive Element

Location: South elevation of roof

Grid: I/CL Condition: INT

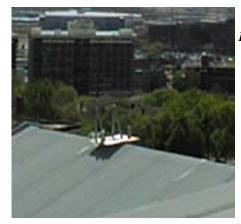
Intrusive, non-original, non-

essential element

Comments: Small metal platform W/

attachments on top of roof above

pediment.



Code: EX-000

Description: Intrusive Element

Location:

Grid:

Condition: NO

Non-original, incompatible but

essential elements

Comments: wire net protects skylight from ice

fallen from dome



Code: EX-017

Description: Balustrade baluster

Location: typical

Grid: H Condition: EX

Exfoliated or spalled surface

Comments:



Code: EX-018

Description: Balustrade railing

Location: along roof top

Grid: H Condition: J

Mortar joint with missing or loose

mortar

Comments: Some joints on the top of the

balustrade railing cap are exposed and/or missing (middle and next to

newel posts).



ELEVATION LOCATION: ROOF

Survey Date: 4/26/00

Code: <u>EX-022</u>

Description: Skylight roof

Location: Typical on all roof skylights

Grid: typical Condition: GL

Glass cracked, broken or non-

matching

Comments: breaks in glass- most filled with

silicon caulking.



Code: EX-022

Description: Skylight roof

Location: Typical on all roof skylights

Grid:

Condition: GL

Glass cracked, broken or non-

matching

Comments: Glass non-matching- 60% of one

kind 40% of another.



Code: EX-022

Description: Skylight roof

Location:

Grid:

Condition: CK

Caulking missing, damaged or

non-matching

Comments:



Code: **EX-076**

Description: Vent stack

Location: Typical

Grid:

Condition: MT

Metal damage

Comments: Original vent stacks near skylight

metal rusted on covers and brackets- generally in bad

condition.



ELEVATION LOCATION: ROOF

Survey Date: 4/26/00

Code: <u>EX-076</u>

Description: Vent stack

Location: Typical on roof level above main

roof around dome.

Grid: E 35-S 33.1

Condition: MT

Metal damage

Comments: metal covers dented from falling

ice and rusted

